



THE GRAND FENWICK GAZETTE

NUMBER 2

With a blare of trumpets, tantantara tzing-boom, The Mouse comes out for another bit of a roar. This is Pandemonium Publication #77 and was edited and published by Captain Rod Walker (USAF), 1575-A White Dr., Rantoul, Ill. 61866, on 1 July 1969. It will be sent free to all individuals named herein. To all others it is 25¢ a copy.

This is a postal Diplomacy one-shot, chronicling an in-person Diplomacy game played at the Youngstown Dipcon II, at Manse Koning, on 28 June 1969, with an all-star cast of easily despicable, bloodthirsty, nasty, brutish, and short characters whose names have not been changed in order to incriminate the guilty.

The first GRAND FENWICK GAZETTE was brought out by Charles Wells nearly four years ago. It chronicled a four-man game played in Charlotte, North Carolina, on 17 July 1965. No doubt Charles Wells will be surprised to find that his one-shot is no longer exactly a one-shot. Since I have mentioned him, I guess he gets a free copy.

The Editor would also like to thank all those who participated in the fiesta reported below for their cooperation in reporting plans, thoughts, and feelings, and in preserving their moves. Many kudos are also due the parents of John Koning, who most patiently put up with, catered to, and in some cases even housed and fed the whole curmudgeonous lot of us. Such generosity and open-heartedness is worthy of high praise, indeed!

Short Synopsis: The game was dominated by a Triple Alliance of England-France-Germany. This powerful combination places the other four powers in an awkward position. Their real hope of combatting the western meance is cooperation from the first, but this is too much to expect in most cases. Even though Italy smelled the rat from the first, it was not possible to convince the others. A Russo-Turkish war developed and effective cooperation with Austria was forestalled by Austrian suspicions. A powerful Anglo-German attack overwhelmed Russia and French fleets moved south and west. By 1904 and unstable alliance was formed between Turkey, Italy, Austria and the remnant of Russia, in which Italy was a wholly-owned subsidiary of the Ottoman Empire, existing on borrowed time, and Austria was an autonomous entity, suspicious of Turkey and not yet in a position to oppose effectively the Western Allies. These latter were now reduced to a powerful and rapidly expanding England and a subsidiary France, Germany having been nearly eliminated by a magnificent 1903 stab. England began claiming victory in 1903. Turkey's position was, however, extremely powerful, and at the end of 1904 the game was called a draw between the Wicked Witch of the North and the Wicked Witch of the South. At that time, no player had actually been eliminated. The players were encouraged to write thoughts and whatnot down on separate cards; these are reproduced with the moves.

The Players:

Austria: Dave Johnston (Ohio)
 England: Charles Reinsel (Pennsylvania)
 France: Loring Windblad (New Jersey)
 Germany: John Koning (Ohio)

Gamesmaster: Jeff Key (New Jersey)
 Italy: Rod Walker (Illinois)
 Russia: Derek Nelson (Canada)
 Turkey: Bud Stowe (New Jersey)
 Assistant Gamesmaster: Edi Birsan (New York)

Spring 1901: AUSTRIA: Trust Russia for neutrality. Italy is undecided, so he'll be blocked (in Tyrolia). Turkey OK now (vs. Russia). ENGLAND: Triple Alliance with Germany and France! I get Denmark. Russia promised me Norway. France and England strong allies! FRANCE: Non-aggression with Italy? --stab? Alliance with England (good) and Germany (good!). Turkey and Austria against it. GERMANY: 3-way alliance with France and England. Non-aggression pact with Italy & Austria & Russia (though will break it). ITALY: I have a special pair with Austria, will move to Tyrol to simulate stab. E-F-G alliance means I will have to attack Munich. Promised Turkey the moon. Ha! Russia will move north. Informed England of T-R and AH-R nonaggression pacts; this may stimulate the FEGs to precipitate action. RUSSIA: Non-aggression with Turkey, Austria, Germany, and England! Somebody is lying—best bets on England and Turkey. Anglo-French-German alliance? TURKEY: Who to trust? Russia really going north? Italy gives too ambiguous replies. AH seems to be the best ally.

AUSTRIA: A Vie-Tyr, F Tri-Gre, A Bud-Ser. ITALY: A Ven-Tyr, A Rom-Ven, F Nap-Ion.
 ENGLAND: F Edi-Nrg, F Lon-Nth, A Lpl-Edi. RUSSIA: F Sev-Rum, F StP (sc)-GBot, A Mos
StP, A War-Lva.
 FRANCE: F Bre-Mid, A Par-Bur, A Mar-Spa.
 GERMANY: F Kie-Bal, A Ber-Kie, A Mun-Ruh. TURKEY: A Con-Bul, A Smy-Arm, F Ank-Bla

Fall 1901: GERMANY: Will continue to fight Russia. ITALY: Patched up with Austria (?). The FEG alliance is bad and must be stopped. AIRT alliance is the answer, but how do you do that when Turkey doesn't understand the problem and Austria is as affeared as an octogenarian maiden? RUSSIA: Hmmm. I'm at war with England, Turkey, & Germany. Short game. Poor diplomacy. TURKEY: Hate to go against Russia—but it is a must now. Will I go for fleets in Med or armies vs. North and West?

AUSTRIA: A Ser-Gre, F Tri-Alb, A Vie-Tri. Owns: Bud, Tri, Vie, Gre (4). (B) A Vie.
 ENGLAND: A Edi-Den, F Nth (C) A Edi-Den, F Nrg-Nwy. Owns: Edi, Lpl, Lon, Den, Nwy (5).
 (B) A Lon, F Edi.
 FRANCE: A Spa-Por, F Mid-Spa(sc), A Bur (H). Owns: Bre, Mar, Par, Por, Spa (5). (B)
 A Bre, F Mar.
 GERMANY: F Bal-Swe, A Ruh-Bel, A Kie-Hol. Owns: Ber, Kie, Mun, Bal, Hol (5). (B) A Mun,
A Ber.
 ITALY: A Ven-Tyr, A Rom-Ven, F Ion-Tun. Owns: Nap, Rom, Ven, Tun (4). (B) F Nap.
 RUSSIA: F Rum-Sev, A StP-Fin, F GBot-Swe, A Lva-Pru. Owns: Mos, StP, Sev, War (4). NO
 TURKEY: A Bul-Lon, A Ank-Sev (no such unit), F Bla (S) A Ank-Sev, A Arm /H/. Owns:
Ank, Con, Smy, Bul (4). (B) F Smy.

Spring 1902: GERMANY: War with Italy--doesn't like the alliance--& possibly with Austria & Turkey. ITALY: Now we have AIRT against FEG. Austria remains recalcitrant and suspicious—he must go when FEGs are down. France is trying to lead me on. To disaster, no doubt. He is under England's thumb. Wonder how long Germany will last after Russia falls...? RUSSIA: Object: fight delaying action in centre. England-German Alliance can't last.

AUSTRIA: A Vie (S) A Tri, A Tri (H), F Alb-Gre, A Gre-Ser.
 ENGLAND: F Nwy-Swe, A Den (S) F Nwy-Swe, F Edi-Nrg, A Lon-Nwy, F Nth (C) A Lon-Nwy.
 FRANCE: A Bre-Pic, A Bur-Mar, F Mar-GLyo, F Spa(sc)-Wes, A Por-Spa.
 GERMANY: A Ber-Pru, F Bal (S) A Ber-Pru, A Mun-Sil, A Hol-Kie, A Bel-Ruh.
 ITALY: A Ven-Pie, A Tyr (S) AUSTRIAN A Vie-Boh (not so ordered), F Tun-Wes, F Nap-Tyr.
 RUSSIA: A Fin-Lva, F GBot (C) A Fin-Lva, A Pru-War, F Sev-Rum.
 TURKEY: A Bul (H), A Arm-Sev, F Bla (S) A Arm-Sev, F Smy-Aeg.

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Fall 1902: GERMANY: All four, good grief. ITALY: Austria suspicious of Turkey
 Turkey greedy, Russia crumbling. Drat. We are all doomed. RUSSIA: All God's children
 got allies, mainly to stop Triple Alliance. Must outguess Koenig--sidestep into Galicia.
 Kill France to build A in north. TURKEY: Have to take Russia. Realize risk, but hope for
 France's help, with A/H and Turkey, to offset German-English Alliance.

AUSTRIA: F Gre (H), A Ser (S) A Gre, A Vie-Gal, A Tri (H). Owns: Bud, Tri, Vie, Gre,
 Ser (5). (B) A Bud.

ENGLAND: A Nwy-Fin, A Den-Swe, F Swe-GBot, F Nrg-Bar, F Nth-Den. Owns: Edi, Lpl, Lon
 Den, Nwy, Swe (6). (B) F Edi.

FRANCE: F GLyo (C) A Mar-Tus, A Mar-Tus, F Spa(sc)-Mar, A Pic-Bur, A Por-Spa. Owns:
 Bre, Mar, Par, Por, Spa (5). No Change.

GERMANY: F Bal (S) ENGLISH F Swe-GBot, A Kie-Mun, A Ruh (S) A Kie-Mun, A Sil-Gal,
 A Pru-Lva /D//Ber/. Owns: Ber, Kie, Mun, Bel, Hol (5). No change.

ITALY: A Pie-Tus, A Tyr-Pie, F Tun-Wes, F Tyr (S) F Tun-Wes. Owns: Nap, Rom, Ven,
 Tun (4). No change.

RUSSIA: F Sev goes to heaven (no such unit), F Rum /H/ /A/, A War-Pru, A Lva (S) A
 War-Pru, F GBot-StP (sc). Owns: Mos, StP, Sev, War (3). No Change (1 /A/).

TURKEY: A Bul-Rum, A Sev (H), F Bla (S) A Bul-Rum, F Aeg-Ion. Owns: Ank, Con, Smy,
 Bul, Rum, Sev (6). Build A Con, F Smy.

Spring 1903: AUSTRIA: Fake war with Turkey: Rumania for Greece. GERMANY: Agree
 with Russia to keep him against Turkey. ITALY: I will be Turkey's satellite against
 France. What else can I do? Besides, revanche is the only satisfaction I can get out
 of the game at this point. RUSSIA: Alliance with Germany--Turkey double-crossed me once
 too often. Trying to set up Austro-German alliance. TURKEY: I'm going for Moscow.
 A/H will take Rum as a "surprise" to me--Greece will then come to me. I must get some-
 thing in Italy in Fall. Things look bad but I must keep A/H-Tur alliance.

AUSTRIA: F Gre (H), A Ser (S) A Bud-Rum, A Bud-Rum, A Tri (H), A Vie-Gal.

ENGLAND: A Fin-StP, F Bar (S) A Fin-StP, A Swe-Lva, F GBot (C) A Swe-Lva, F Den (H),
 F Edi-Nth.

FRANCE: F Spa(sc)-Mid, F GBot-Tus (no such unit), F GLyo /H/, A Bur-Mar, A Mar-Spa,
 A Por (H).

GERMANY: A Mun-Boh, A Sil (S) A Mun-Boh, A Ruh-Mun, A Ber-Pru, F Bal (S) A Ber-Fru.

ITALY: A Pie-Tus, A Tyr-Pie, F Tyr-Wes, F Wes-Mid.

RUSSIA: A Lva-Mos, A Pru-War, F StP(sc) follows brother F Rum /A/.

TURKEY: A Rum-Ukr, A Sev-Par, A Con-Bul, F Bla-Con, F Ion-Tyr, F Smy-Aeg.

Fall 1903: ITALY: I'll offer France peace if he moves west and north. Even so,
 I could no longer hold off Turkey. What is Austria doing? I wish England and France
 would be unable to resist Germany's naked back. I could use an opportunity to do in
 Austria, too.

AUSTRIA: F Gre (H) /A/ (refuses retreat), A Ser (S) A Rum, A Tri-Vie, A Rum (S) A Gal,
 A Gal (S) A Rum. Owns: Bud, Tri, Vie, Gre, Ser, Rum (5). (B) A Vie (1 /A/).

ENGLAND: A StP-Mos, A Lva (S) StP-Mos, F Bar-StP (nc), F GBot-Swe, F Den-Kie, F Nth-Hol.
 Owns: Edi, Lpl, Lon, Den, Nwy, StP, Mos, Hol, Kie (10). (B) F Lon, A Lpl,
 F Edi (no room for fourth).

FRANCE: F Spa(sc)-Mid, F GLyo-Spa(sc), A Bur-Bel, A Mar (H), A Por (H). Owns: Bre,
 Mar, Par, Por, Spa, Bel (6). (B) A Par.

GERMANY: F Bal (C) A Pru-Swe, A Pru-Swe, A Sil-Mun, A Boh-Vie, A Mun-Ruh. Owns: Ber,
 Kie, Mun, Bel, Hol (2). (E) F Bal, A Boh, A Pru.

ITALY: F Tyr-GLyo, F Wes (S) F Tyr-GLyo, A Tus (S) A Pie, A Pie (S) AUSTRIAN A Tri-Tyr
 (not so ordered). Owns: Nap, Rom, Ven, Tun (4). No Change.

RUSSIA: A Mos-Ukr, A War (S) A Mos-Ukr. Owns: Mos, StP, War (1). (E) A Ukr (1 /A/).

TURKEY: A Ukr (S) RUSSIAN A War, A Sev-Rum, F Aeg-Gre, A Bul (S) F Aeg-Gre, F Con-Aeg,
 F Ion-Tyr. (A Ukr /A/). Owns: Con, Ank, Smy, Bul, Kie, Sev, Gre (6). (B) F Con
 (1 /A/).

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Spring 1904: GERMANY: Hurt France a lot. ITALY: I must still be loyal to Turkey. England must not win. TE tie is OK: this is a T vs. E war and everybody else is secondary. Only AH preserves some independence of action, but he has been too vacillating-- too bad I can't grab some of his centers. Turkey has agreed to keep supporting me against France. I wonder how long he can resist my soft underbelly?

AUSTRIA: A Vie-Gal, A Tri-Alb, A Gal-Sil, A Ser (S) A Tri-Alb, A Rum (S) A Ser.

ENGLAND: A Mos (S) A Lva-War, A Lva-War, A Lpl-Yor, F StP(nc)-Nwy, F GBot-Bal, F Edi-Cly, F Lon-Nth, F Hol-Kie, F Kie-Ber.

FRANCE: A Par-Bur, A Bel (S) A Par-Bur, A Por-NAf, F Mid (C) A Por-NAf, F Spa(sc) (S) A Mar, A Mar (S) F Spa(sc) /D//Gas/.

GERMANY: A Ruh-Bur, A Mun (S) A Ruh-Bur.

ITALY: F Wes-Spa(sc), F GLyo (S) A Pie-Mar, A Pie-Mar, A Tus-Pie.

RUSSIA: A War-Ukr.

TURKEY: A Sev-Wash, A Bul (H), F Tyr-R6m, F Gre-Ion, F Con (S) A Bul, F Aeg-Gre.

Fall 1904: ITALY: Turkey has agreed to give up Rome in exchange for Tunis, which keeps me at 4 units. France has also agreed to let Turkey into Tunis. Surprise, France! England is claiming a victory which I hope we can deny him. The best he can hope for now is stalemate at Gibraltar while Austro-Turkish armies smash northward. If only Austria will show a little constancy.

AUSTRIA: A Gal-War, A Sil (S) A Gal-War, A Alb-Tri, A Rum (S) A Ser, A Ser (S) A Rum.
Owns: Bud, Tri, Vie, Ser, Rum, War (6). (B) A Vie.

ENGLAND: A Mos (S) A War /D//StP/, A War (S) A Mos /D//Lva/, A Yor-Lon, F Bal (S) F Kie, F Ber (S) F Kie, F Ber, F Nth-Eng, F Edi-Nat (no such unit), F Cly /H/, F Nwy-Swe. Owns: Edi, Lpl, Lon, Den, Nwy, Swe, StP, Mos, Hol, Kie, Ber (10). (B) A Edi (1 short 1903).

FRANCE: A Gas (S) F Spa(sc), A Par-Bur, A Bel-Hol, A Naf (S) TÜRK F Ion-Tun, F Spa(sc) (H), F NAT (S) F Spa(sc) (no such unit), F Mid /H/. Owns: Bre, Mar, Par, Por, Spa, Bel (5). (E) A Naf.

GERMANY: A Mun-Tyr, A Ruh-Hol. Owns: Bpf, Mun (1). (E) A Ruh.

ITALY: A Mar (H), A Pie (S) A Mar, F GLyo (S) F Wes, F Wes (S) TURKISH F Ion-Tun.
Owns: Nap, Rom, Ven, Tun, Mar (4). No change.

RUSSIA: A Ukr-Mos. Owns: Mos, War (1). No change.

TURKEY: A Sev (S) RUSSIAN A Ukr-Mos, F Rom-Tyr, F Ion-Tun, F Gre (S) A Bul, A Bul (S) F Gre, F Con-Aeg. Owns: Con, Ank, Smy, Bul, Sev, Gre, Tun (7). (B) A Con.

At this point, the game was declared a draw, with England and Turkey as joint victors. In fact, of course, the final issue was far from certain. There was much discussion, for instance, as to whether the real winners of the game might not be Germany and Russia. Rumors of vast hordes of infantry from Liechtenstein, Andorra, San Marino, Monaco, Luxembourg, Poderkagg, Hernia, Warrenstein, and Beaucoillon, under the leadership of Larrius Parry, were rampant. They did not materialize, however, presumably because Lessingham was still busy trying to figure out how to get Aphrodite into bed. Besides, there were too many other important things doing and to be done. For instance, Germany and Russia (for lack of much else to do) were playing Battle of Britain (in which Germany, for a change of pace, played England). England's constant refrain was "Let's play the Youngstown Variant and I'm going to win, anyway". Italy kept mumbling, "Let's quit now, while I'm still alive". Austria was walking around pointing at the players, going, "Eeney, meeney, miney, moe...", but was glad he didn't have to make up his mind. France, who was hiding behind England, kept saying, "How do I vote? How do I vote?" and voting "yes" on everything. About this time, general chaos set in and the whole thing was given up.

Thus ends THE GRAND FENWICK GAZETTE NUMBER 2. This Diplomacy one-shot has been brought to you courtesy of Pandemonium Publications. When cruddier Dippy "zines are brought out, Pandemonium will do it. This issue is dedicated to Bernie Kling.